



D&D
DUNGEON MASTER'S SCREEN
STORM KING'S THUNDER

This screen is the perfect companion for those Dungeon Masters running the *Storm King's Thunder*[™] adventure, or any journey along the Sword Coast and the North. The front features imposing images of giants, but reminds heroes that they can be defeated, while the back provides the DM with maps and tables to make overland travel as simple as possible.



Product Code: 73707





DUNGEONS & DRAGONS



STORM KING'S THUNDER



ENCOUNTER TABLES

WILDERNESS ENCOUNTERS								
Page	Encounter	Forest	Grassland	Hills/Moors	Mountains	Road/Trail	Sea	Tundra
68	Bandits	01-08	01-07	01-04	-	01-08	01-20	-
69	Barbarians	09-18	08-32	05-24	01-10	-	21-40	01-15
	Battlefield	19-21	33-37	25-28	-	-	-	16-19
	Cloud castle	-	38-39	29-30	11-15	-	-	20-22
	Crag cats	-	-31-35	16-32	09-13	-	23-35	-
	Dig site	22-29	40-46	36-38	33-35	-	-	36-41
70	Dragon	-	-39-41	-	14-20	-	-	-
	Elk	-	30-37	47-53	42-50	36-43	-	-42-54
	Elves	38-53	-	-	-	41-50	-	-
	Fire giant	54-55	54-55	51-53	44-49	21-28	-	55-56
	Food hunters	56-62	56-62	54-59	50-52	29-37	-	57-58
	Frost giants	63-67	63-66	60-61	53-60	38-41	51-70	59-70
	Hill giants	68-70	67-68	62-76	61-62	42-46	-	71-74
	Horse-drawn wagon	71-75	69-75	-	-	47-55	-	-
71	Knight	76-80	76-78	77-80	63-64	56-64	-	-
	Ogres	81-82	79-84	81-85	65-66	65-69	71-80	75-76
	Orcs	83-90	85-91	86-90	67-79	70-73	-	77-87
	Ranger	91-95	92-95	91-94	80-83	74-78	-	88-93
	Stone giants	-	-95-97	84-95	79-80	-	94-95	-
72	Travelers	96-00	96-00	98-00	96-00	81-00	81-00	96-00

ICEWIND DALE ENCOUNTERS		
d20	Encounter	Page
1	1 ancient white dragon	93
2-5	1d4 + 2 crag cats (see appendix C)	
6-8	1d3 frost giants	
9-12	Reghed barbarians	
13-15	3d8 reindeer	
16-17	Ten-Towners	
18-19	1d6 yeti	
20	1 young remorhaz	

AERIAL ENCOUNTERS			
d20	Encounter	Page	
1-5	2d6 aarakocra	135	
6-9	1d4 + 1 manticores		
10-11	Mounted storm giant		
12-13	Mounted Uthgardt		
14-17	Strong winds		
18-19	1 young green dragon		
20	1 young silver dragon		

ITEMS IN A GIANT'S BAG			
d100	Mundane Items	d100	Mundane Items
01-02	Handaxe blade (used as a hand chopper)	49-50	30-foot-long hempen rope tied to a wooden bucket
03-04	Dented metal helm (used as a bowl)	51-52	Bundled-up tent
		53-54	Riding saddle
05-06	Moldy and stinky wheel of cheese	55-56	Stuffed animal
		57-58	Live animal (chicken, goat, pig, or sheep)
07-08	Giant-sized shabby cloak (wool or hide)	59-60	1d6 moldy loaves of bread
		61-62	6-foot-long wooden fence post
09-10	Giant-sized bone comb	63-64	Wooden door with twisted iron hinges
11-12	Iron cooking pot	65-66	Empty wooden chest (unlocked)
13-14	Giant-sized drinking horn	67-68	Rocking chair
15-16	Giant-sized skinning knife	69-70	Painted rocking horse or wooden toboggan
17-18	Haunch of meat	71-72	1d6 dragon scales
19-20	Mangy fur pelt	73-74	Carved stone statue of a dwarf or human
21-22	Small bag of salt	75-76	Wooden mannequin or target dummy
23-24	Giant-sized pair of old sandals	77-78	Coffin or small casket
		79-80	Cauldron or giant-sized kettle
25-26	Giant-sized waterskin (full)	81-82	Giant-sized smoking pipe
27-28	Cask of ale (half empty)	83-84	Bronze gong
29-30	Giant-sized necklace made of bones (hill), stone beads (stone), dragon fangs (frost), iron ingots (fire), feathers (cloud), or starfish (storm)	85-86	Iron bell (with or without its clapper)
		87-88	Beehive
31-32	5-foot length of chain	89-90	Giant-sized drum
33-34	1d6 humanoid skulls	91-92	Carved wooden statue of an elf or halfling
35-36	Bag of dried mushrooms	93-94	Uprooted shrub or berry bush
37-38	50-foot coil of hempen rope	95-96	10-foot-long hempen rope tied to a rowboat anchor
39-40	3-foot-tall idol depicting Grolantor (hill), Skoraeus Stonebones (stone), Thrym (frost), Surtur (fire), Memnor (cloud), or Stronmaus (storm)	97-98	Wagon wheel
		99-00	Tombstone
41-42	1d6 dead trout		
43-44	Dented steel shield		
45-46	Wooden oar		
47-48	Empty wooden barrel		



TRAVELING THE NORTH

TRAVEL PACE				
Pace	Distance Traveled per...			Effect
	Minute	Hour	Day	
Fast	400 ft	4 miles	30 miles	-5 penalty to passive scores (Perception)
Normal	300 ft	3 miles	24 miles	-
Slow	200 ft	2 miles	18 miles	Able to use stealth

FOOD AND WATER NEEDS (PER DAY)	
Creature Size	Food & Water (pounds & gallons)
Tiny	1/4
Small	1
Medium	1
Large	4
Huge	16
Gargantuan	64

SPECIAL MODES OF TRAVEL		
Conveyance	Miles per Hour	Miles per Day
Airship	8	192
Cloud castle	1	24
Dragon mount	8	192
Sailing ship	2	48

FORAGING DCs	
Food and Water Availability	DC
Abundant	10
Limited	15
Scarce	20

BECOMING LOST	
The party's navigator makes a Wisdom (Survival) check when you decide it's appropriate, against a DC determined by the prevailing terrain, as shown on the following table.	
Terrain	DC
Forest, jungle, swamp, mountains, or open sea with overcast skies and no land in sight	15
Arctic, desert, hills, or open sea with clear skies and no land in sight	10
Grassland, meadow, farmland	5
Slow Pace	-5
Fast Pace	+5

LOST GIANT RELICS			
Spirit Mound	Relic	Giant Lord	
Beorunna's Well	Cracked horn	Kayalitha	
Flint Rock	Mithral spear tip	Sansuri	
Grandfather Tree	Electrum nose-ring	Guh	
Great Worm Cavern	Broken shield	Storvald	
Morgur's Mound	Gold-plated tooth	Zalto	
One Stone	Magic boulder	Kayalitha	
Raven Rock	Magic ring	Zalto	
	Bone greatclub	Guh	
Shining White	Porcelain mask	Sansuri	
Stone Stand	Frost giant skull	Storvald	

